

Venue – University of Applied Sciences Dresden

This year's conference Communities in New Media – GeNeMe 2018 will take place in the new premises of the Dresden University of Applied Sciences (FHD), located on Straßburger Platz. At the high-tech industrial and research spot Dresden, the central location of the conference venue provides the ideal starting point for getting to know the culturally diverse city of Dresden.

At GeNeMe 2018, you will be part of an interactive conference in which you not only exchange knowledge but, in particular, develop together with stakeholders from business, science and administration!



Organization and Review

The conference is managed by a group of scientists from the Faculties of Education and Economics as well as the Media Center of the Technische Universität Dresden, with the kind support of Silicon Saxony e.V. The partner universities are the Hochschule der DGUV (HGU), the HTW Dresden and the FH Dresden as co-organizers on the content and organization of the 21st GeNeMe 2018. An international steering Committee takes over the review of German and English language submissions.

Registration fees

Fees apply for participation in the GeNeMe (early bird discount): Speakers €105/regular participants €195/students €30 (limited contingent, without evening event and conference proceedings, not for Speakers). After the early bird deadline all prices increase by €25.



Thematic focus

The digital transformation has reached large parts of society and brings enormous challenges for business, politics and administration. New organizational structures and strategies emerge. Change processes affect the industry as well as the administration. In addition, science confirms new business models, new job profiles, new communication channels. The GeNeMe 2018 examines innovative practices in business, politics and administration and identifies needs for research on methods and tools of the digital economy – especially with regard to the knowledge-based collaboration in online communities (online communities) calls for an interpretive analysis.

Submissions

The following formats are invited:

- **Research contributions:** 8–10 pages, usual scientific review process
- **Practical contributions:** 2–4 pages, assessment according to practical relevance
- **Student contributions:** 2–4 pages, evaluation based on typical criteria for higher education students work
- **Poster presentations:** A0 format, assessment according to scientific aspects

All submitters will be assessed in the double-blind review and review comments are subsequently sent to the authors, regardless of acceptance or rejection. As a junior-oriented conference, this year we are inviting students in particular to submit contributions - both in the special category „student contributions“ and in one of the other formats.

Information on the format and the submission system can be found on our website: www.geneme.de.

Events

31.07.2018	Deadline for submitting contributions
15.08.2018	Notification of the authors
31.08.2018	Early bird deadline
15.09.2018	Deadline for the submission of accepted contributions

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www.geneme.de

Call for Papers

21st workshop

ANNUAL CONFERENCE 2018

Dresden, 24th–26th October 2018

GeNeMe 2018

GeNeMe stands for „communities in new media“ addressing online communities at the interface or from the point of view of several disciplines such as computer science, multimedia or media technology, economics, education and information science as well as social and communication science.

As a forum for the interdisciplinary dialogue between science and industry, the GeNeMe serves the exchange of experience and knowledge between participants from a wide range of disciplines, organizations and institutions. The following descriptions serve as orientation and can be understood as an open invitation to submit contributions.

In 2018, the following topics will be the focus:

Information economy aspects

The digital transformation demands new business models. Work processes, communication and customer communication in virtual enterprises have to be new or redesigned. It is important to clarify whether production, processing and services can be separated in a digital economy and which industry-specific approaches (security, healthcare, telecommunications, logistics, etc.) are essential. Show us your contribution on how to create online communities! What do future approaches look like?

Keywords:

- Innovative community approaches
- Knowledge Management and Organizational Learning
- Management of enterprise social networks, social intranets and corporate communities

Mixed Realities

The boundaries between physical environment and virtuality are becoming increasingly blurred and barely perceived separately. Hybrid experiences and mixed-reality concepts are therefore becoming central components, among others. in knowledge exchange e.g. in R&D departments or at conferences as well as in marketing e.g. for product presentations or customer communication. What does such an approach look like?

Keywords:

- Mixed-reality technologies & applications in research, teaching & practice
- Augmented reality & virtuality for businesses
- Hybrid Experiences & Social Mobile Local Applications (SOMOLO) to support knowledge sharing
- NextGen technologies

Public spaces

E-Government / Government 4.0 provides a framework for the digital transformation of the administration. It is important to shift from the administrative process to the administrative community with the involvement of the citizens, thereby developing the competences for e-government. Demography and diversity are challenges for sustainable cooperation in the public sector. Introduce your concepts!

Keywords:

- E-competence of the state
- Social media cooperation and knowledge transfer
- Self-services and user-generated content
- Civil society developments

Digital knowledge work

Knowledge sharing in social communities is not a short-lived fashion, but a stable trend. Learning in and with digital media is present and future. Learning cooperation and collaboration take place in virtual spaces. Not only does digitization in educational institutions come into focus, but also in research communities and on platforms digital knowledge work done. From Flipped Classroom to ResearchGate: Which pattern of digital knowledge work are you following?

Keywords:

- Informal, collaborative and augmented learning
- Learning Analytics and User Data Management
- Cyber Research Infrastructures

Digital knowledge architecture

More strongly than in previous years, the conference addresses questions of a digital knowledge architecture. So far, it has been more about the visualization of knowledge management and online knowledge communities. Yet the digitalization in business and science should be related to the architectures of knowledge – in education and in research and administration. Can this succeed?

Keywords:

- Ubiquitous systems and mobile collaboration
- Information system architectures, knowledge integration and data-based collaboration
- Mashup technologies and frameworks for Composite Rich Internet Applications

Game thinking

Whether in the leisure sector, in education, personnel development or organizational design – games are part of our everyday lives. With the use of games or game elements in non-game situations will be emotional and motivating everyday tasks, people get together and master problems together or in competition. The development of communities and social networks is promoted or made possible by the application of user- and experience-oriented design principles. Wanted are practical examples as well as scientific findings on the development and use of playful applications beyond entertainment!

Keywords:

- Game Based Learning
- Serious Games
- User Experience Design

Publication and indexing

All contributions accepted for the conference as a result of the double-blind review will be published with TUDPress as Open Access Publication on Qucosa. This applies equally to all submitted formats (except posters). The indexing is done via Scopus and Qucosa.

21st
workshop

24.–26. October 2018
University of Applied
Sciences Dresden

Die Konferenzsprache ist Deutsch. Beiträge können sowohl in deutscher wie englischer Sprache eingereicht werden.